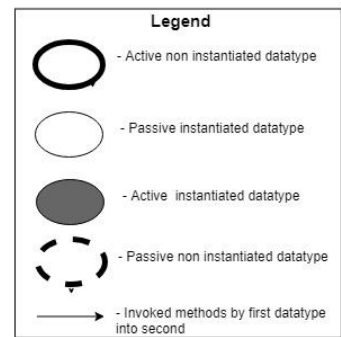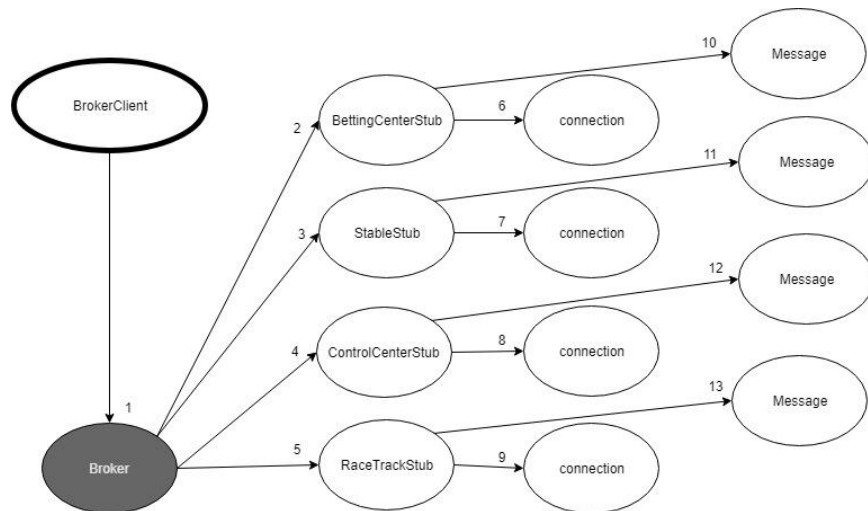# CLIENTE
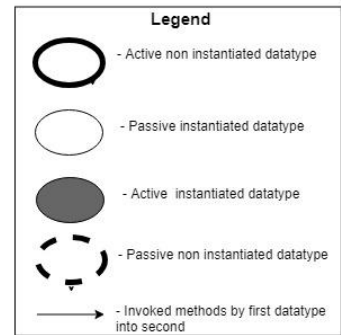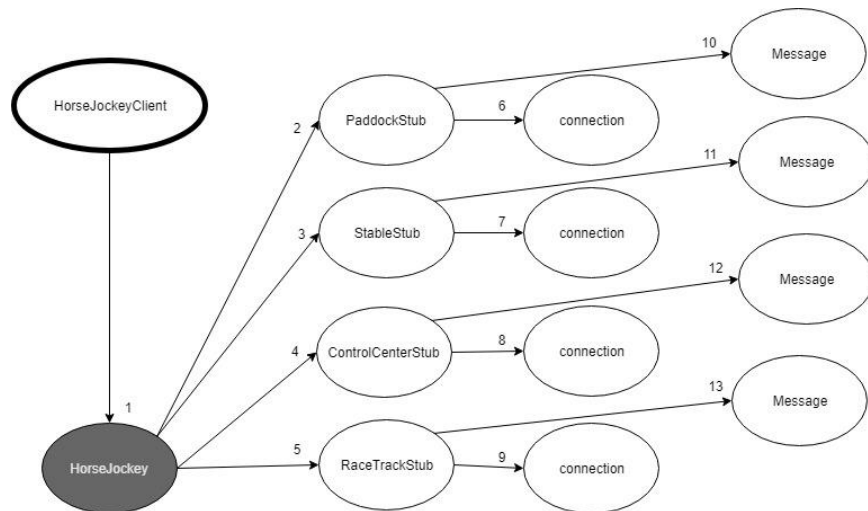

1 - Instantiation
2 - Instantiation, lastCheckHorses, unblockGoCheckHorses, goCheckHorses
3 - Instantiation, placeABet, goCollectTheGains
4 - Instantiation, waitForNextRace, unblockGoCheckHorses, goWatchTheRace, haveIWon, relaxABit
5 - Instantiation, proceedToStartLine, hasRaceFinished
6 - Instantiation, open, writeObject, readObject, connectServer
7 - Instantiation, open, writeObject, readObject, connectServer
8 - Instantiation, open, writeObject, readObject, connectServer
9 - Instantiation, getLastToPaddock, getHorseToBet, getLastCheckHorses
10 - Instantiation, getAllBetsAccepted, getAnyWinners, getAllBetsHonoured
11 - Instantiation, getMessageType, getWaitNextRace, getHaveIWon

Legend

|	
(bold ellipse)	- Active non instantiated datatype
(white ellipse)	- Passive instantiated datatype
(grey ellipse)	- Active instantiated datatype
(dashed ellipse)	- Passive non instantiated datatype
(arrow)	- Invoked methods by first datatype into second

1 - Instantiation
2 - Instantiation, setHorsesWinningChances, acceptedAllBets, acceptTheBet, areThereAnyWinners, honouredAllTheBets, honourTheBet
3 - Instantiation, entertainTheGuests
4 - Instantiation, summonHorsesToPaddock, startTheRace, reportResults, entertainTheGuests
5 - Instantiation, startTheRace, getResults
6 - Instantiation, open, writeObject, readObject, connectServer
7 - Instantiation, open, writeObject, readObject, connectServer
8 - Instantiation, open, writeObject, readObject, connectServer
9 - Instantiation, open, writeObject, readObject, connectServer
10 - Instantiation, getMessageType, getAnyWinners, getAllBetsHonoured, getAllBetsAccepted
11 - Instantiation, getMessageType, getHorseChances
12 - Instantiation, getMessageType, getWaitNextRace, getHaveIWon,
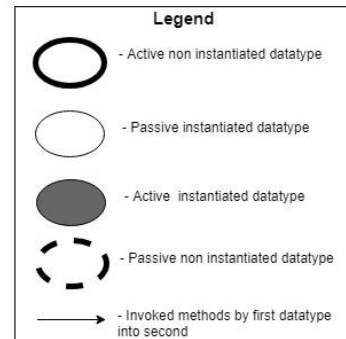13 - Instantiation, getMessageType, getMakeAMove, getRaceFinished, getResults

1 - Instantiation
2 - Instantiation, lastArrivedToPaddock, proceedToPaddock
3 - Instantiation, proceedToStable
4 - Instantiation, unblockProceedToPaddock, unblockMakeAMove
5 - Instantiation, proceedToStartLine, hasRaceFinished
6 - Instantiation, open, writeObject, readObject, connectServer
7 - Instantiation, open, writeObject, readObject, connectServer
8 - Instantiation, open, writeObject, readObject, connectServer
9 - Instantiation, open, writeObject, readObject, connectServer
10 - Instantiation, getLastToPaddock, getHorseToBet, getLastCheckHorses
11 - Instantiation, getMessageType, getHorseChances
12 - Instantiation, getMessageType, getWaitNextRace, getHaveIWon,
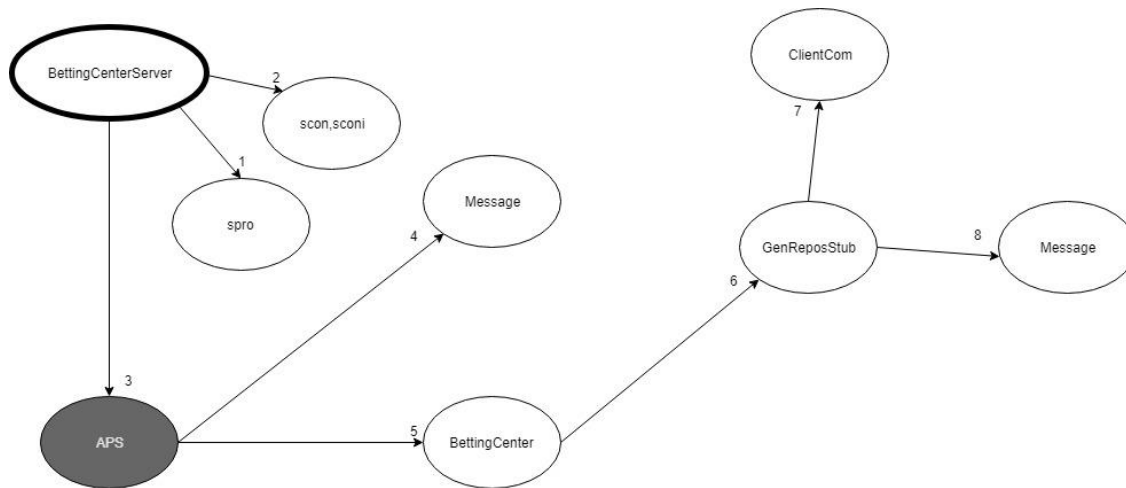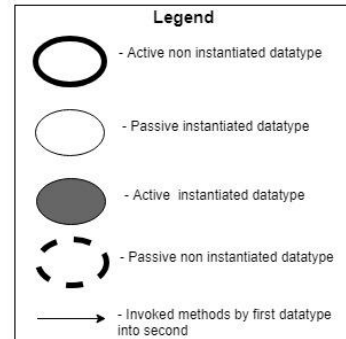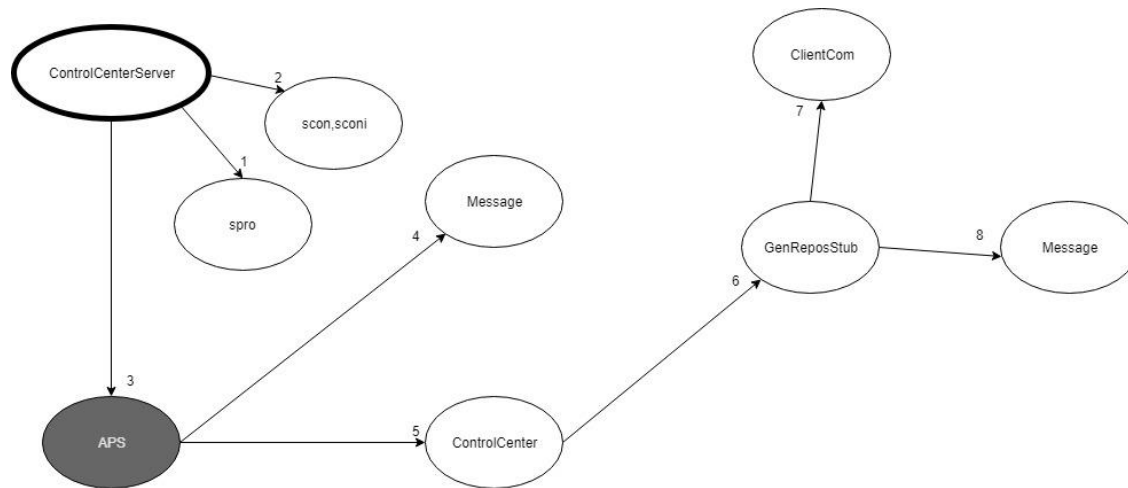13 - Instantiation, getMessageType, getMakeAMove, getRaceFinished, getResults
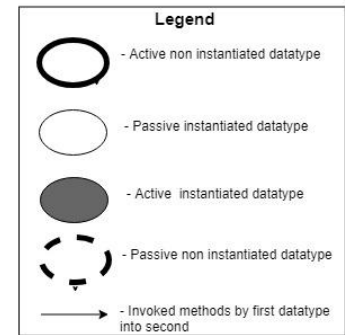
SERVIDOR
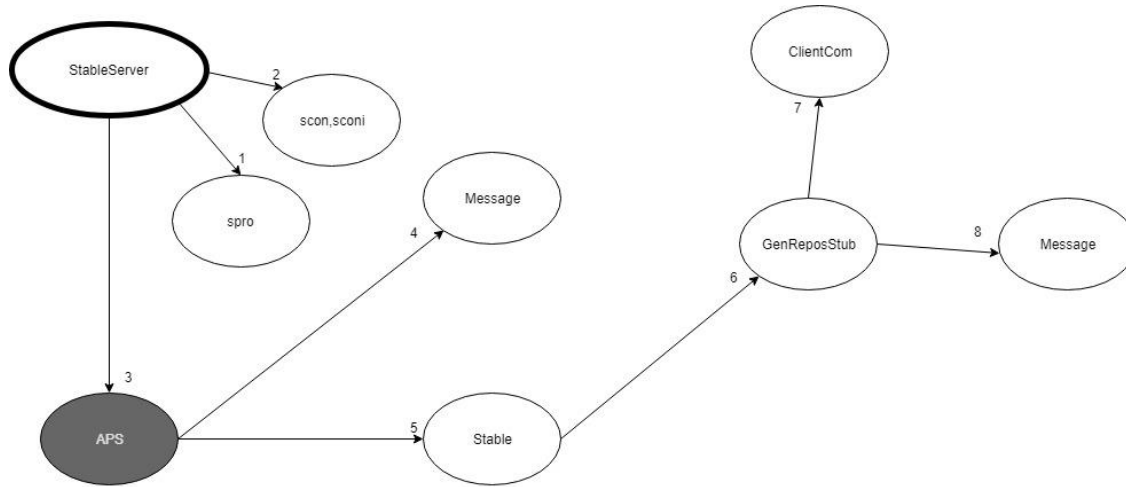
1 - Instantiation, start
2 - Instantiation, start, accept,
3 - Instantiation
4 - Instantiation, getHorseId, getRaceNumber, getHorseAgl
5 - Instantiation
6 - Instantiation, setHorseState, setRaceNumber, setBrokerState, setHorseAgility, setOdds,setHorseState
7 - Instantiation, open, writeObject, readObject, close
8 - Instantiation, getMessageType

Legend

⬭ - Active non instantiated datatype

⬭ - Passive instantiated datatype

⬭ - Active instantiated datatype

⬭ - Passive non instantiated datatype
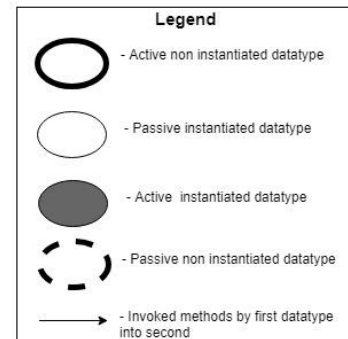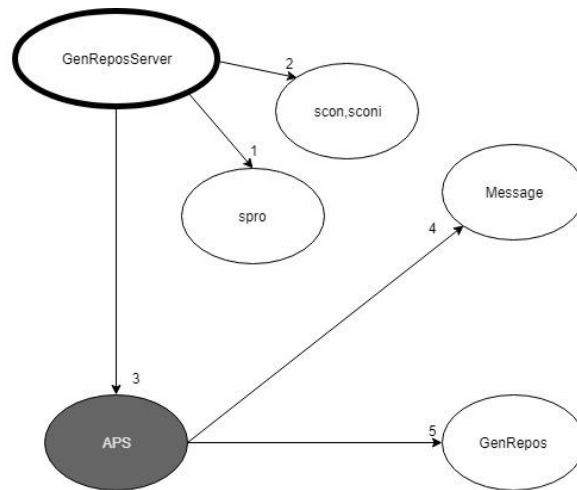
→ - Invoked methods by first datatype into second

1 - Instantiation, start
2 - Instantiation, start, accept,
3 - Instantiation
4 - Instantiation, getMessageType, getHorsesChances, getHorseId, getSpecId, getSpecFunds, getWinningHorses
5 - Instantiation
6 - Instantiation, setBrokerState, setBetS, setBetA, setSpectatorMoney, setSpectatorState, setBrokerState
7 - Instantiation, open, writeObject, readObject, close
8 - Instantiation, getMessageType

ControlCenterServer

scon,sconi

spro

Message

APS

ControlCenter

ClientCom

GenReposStub

Message

1 - Instantiation, start
2 - Instantiation, start, accept,
3 - Instantiation
4 - Instantiation, getSpecId, getWinners, getHorseId
5 - Instantiation
6 - Instantiation, setSpectatorState
7 - Instantiation, open, writeObject, readObject, close
8 - Instantiation, getMessageType

**Legend**

- Active non instantiated datatype

- Passive instantiated datatype

- Active instantiated datatype

- Passive non instantiated datatype

- Invoked methods by first datatype into second

1 - Instantiation, start
2 - Instantiation, start, accept,
3 - Instantiation
4 - Instantiation, getSpecId, getHorseId, getBetAmount, getOdd, getPos, getPlace,
getTrackSize, getRaceNumber, getSstate, getFunds, getHjstate, getHorseAgI, getBstate
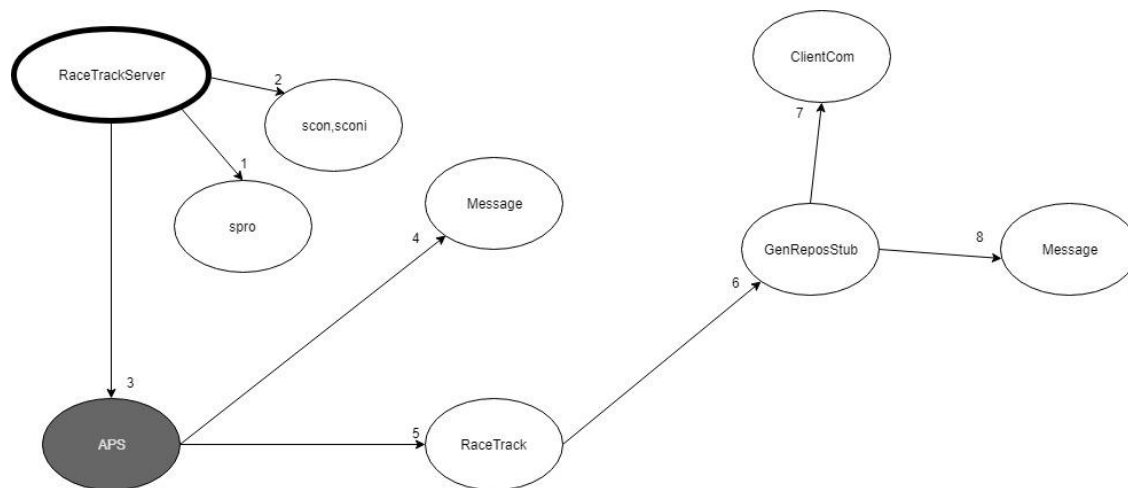5 - Instantiation
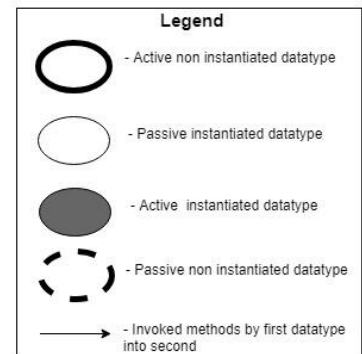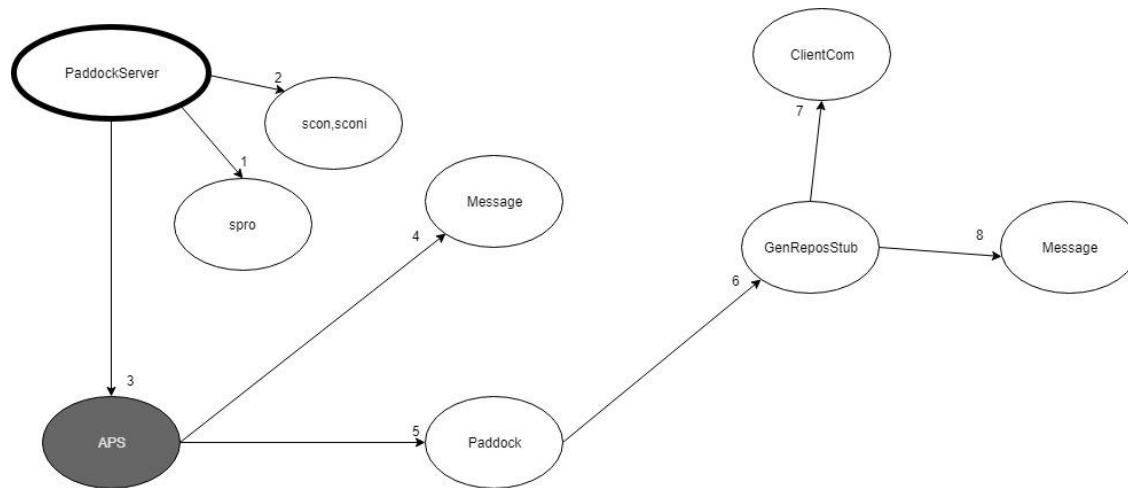
1 - Instantiation, start
2 - Instantiation, start, accept,
3 - Instantiation
4 - Instantiation, getHorseId, getSpecId, getHorseAgl
5 - Instantiation
6 - Instantiation, setHorseState, setSpectatorState
7 - Instantiation, open, writeObject, readObject, close
8 - Instantiation, getMessageType
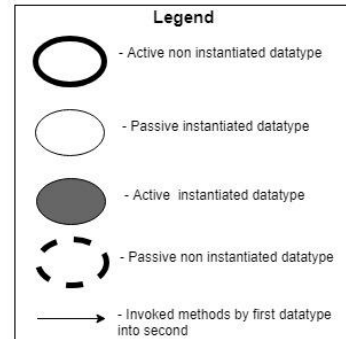
1 - Instantiation, start
2 - Instantiation, start, accept,
3 - Instantiation
4 - Instantiation, getHorseId, getHorseAgl
5 - Instantiation
6 - Instantiation, setBrokerState, setTrackSize, setHorseState, setHorsePosition, setHorseIteration, setHorseEnd,
7 - Instantiation, open, writeObject, readObject, close
8 - Instantiation, getMessageType